

EASY LESSON / EASY QUIZ

Commodore 64

 **commodore**
COMPUTER

Easy Lesson / Easy Quiz

FOR THE COMMODORE 64

Copyright 1982, Commodore Business Machines

COPYRIGHT

This software product is copyrighted and all rights reserved by Commodore Business Machines, Incorporated. The distribution and sale of this product are intended for the use of the original purchaser only. Lawful users of this program are hereby licenced only to read the program, from its medium into memory of a computer, solely for the purpose of executing the program. Duplicating, copying, selling or otherwise distributing this product is a violation of the law.

This manual is copyrighted and all rights are reserved. This document may not, in whole or in part, be copied, photocopied, reproduced, translated or reduced to any electronic medium or machine readable form without prior consent, in writing, from Commodore Business Machines (CBM).

DISCLAIMER

COMMODORE BUSINESS MACHINES, INC. ("COMMODORE") MAKES NO WARRANTIES, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THE PROGRAM DESCRIBED HEREIN, ITS QUALITY, PERFORMANCE, MERCHANTABILITY, OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS PROGRAM IS SOLD "AS IS". THE ENTIRE RISK AS TO ITS QUALITY AND PERFORMANCE IS WITH THE BUYER. SHOULD THE PROGRAM PROVE DEFECTIVE FOLLOWING ITS PURCHASE, THE BUYER (AND NOT THE CREATOR OF THE PROGRAM, COMMODORE, THEIR DISTRIBUTORS OR THEIR RETAILERS) ASSUMES THE ENTIRE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION AND ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES. IN NO EVENT WILL COMMODORE BE LIABLE FOR DIRECT, INDIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT IN THE PROGRAM EVEN IF IT HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME LAWS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF IMPLIED WARRANTIES OR LIABILITIES FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY.

Easy Lesson and Easy Quiz

Congratulations!

You have just purchased two exciting personal software products designed for the Commodore 64 microcomputer. This software is designed to be simple, cost effective, and functional, just like the computer it operates on.

Please take a moment and read the next few pages of instructions before attempting to utilize the programs. You will find that by understanding these simple instructions, the operation of the programs will be a logical, easy, and successful experience.

Directory Assistance and the DOS Wedge

Along with the programs that you have purchased, Commodore has included two very helpful programs for your enjoyment. **Directory Assistance** is a program that 'controls' the other programs on your diskette and creates a directory, or menu, from which you can easily select the program that you wish to run. The **DOS Wedge** is a program that 'wedges' itself between the computer and the disk drive to facilitate disk operations with 'short hand' commands instead of having to become familiar with the BASIC syntax of the Disk Operating System commands. The following instructions explain the operation of these two products and how they add value to the programs that you have purchased.

Directory Assistance

Directory Assistance is capable of managing up to 150 programs. Each program entry is automatically given a sequential number from 1 to 150. This number will only be used to select the program from the disk directory. The Directory Assistance program will sort the program entries in an ascending order.

To run the Directory Assistance program: place the diskette found in this package into the disk drive, close the disk drive door and type the following (remember to press the RETURN key, specified by '(CR)' after every line of input):

LOAD":*,8 (CR)

This instruction tells the computer to 'load' the first program found on the diskette (which is the Directory Assistance program), and places it in the computer's memory. Next type:

RUN (CR)

This will run the program in the computer's memory.

Take a moment to examine the screen display. You will see that the first, or top, line of the screen is the program name, copyright notice and date. Next is the name and 'id' of the diskette in the disk drive. The 'window' in the middle of the screen contains the names of the programs on this diskette. The bottom area of the screen shows the function key commands for this program.

The F1 function key causes the screen display to continue listing the next 15 programs on the diskette. If there are no more programs to be listed, the Directory Assistance program will start the list over with the first program. The F3 function key causes the program to create a new updated list of programs. The program will read the directory from the diskette into memory, sort the contents of the directory, and ignore 'protected' programs and data files. The program will then write this new list of programs onto the diskette for future reference. This function is only necessary if new programs are added to the diskette and you want them listed on the screen along with the programs that you have purchased. The F5 function key will clear the screen and end the program.

To **LOAD** and **RUN** a program, simply find the corresponding number located just to the left of the program name. Type in the desired number (CR). If the number that you enter is out of the range of the programs listed on the screen, **Directory Assistance** will display: '???'. To correct this error, simply retype the number. If you realize that you have entered an incorrect number, press the delete key and re-enter it.

ADVANCED OPERATIONS

The following procedures describe the steps you must follow to utilize the **Directory Assistance** program on other diskettes.

PREPARING THE DISK

The first step in preparing a new diskette for use is to place a format onto the disk. Consult your disk drive manual for completing this procedure. Once you have completed this procedure, you must now place the **Directory Assistance** program onto the new disk. To do this, place the accompanying program disk into the disk drive. Type the following, (please take note of the necessary blank spaces):

LOAD" C64.MENU",8 (CR)

The computer will load the **Directory Assistance** program into the computer's memory and then display **READY**. Remove the original program disk from the disk drive, and place the newly formatted diskette into the drive. Be sure to close the disk drive door. Next, return to your computer keyboard and type:

SAVE" C64.MENU",8 (CR)

This will place the **Directory Assistance** program onto the diskette as the first program. By using this method, you may now transfer all of the specific programs you wish to have on the diskette. After each program is transferred, you should check the disk directory. To check the disk directory type:

LOAD"\$",8 (CR)

After **READY** is displayed, type:

LIST (CR)

These commands will 'load' the disk directory into the computer's memory and list them on the computer screen. Next, check the number of 'blocks free'. This number should not be lower than fifteen (15) to allow **Directory Assistance** room to create its list of programs. This list is called " directory " on the disk. In addition, to protect a program from being listed on the **Directory Assistance** screen, simply **SAVE** the program by using a **SPACE** as the first character in the program name. Example:

SAVE"PROGRAM NAME",8 -- will appear on the directory list

while

SAVE" PROGRAM NAME",8 -- will not.

Data files are automatically protected from being listed on the **Directory Assistance** listing.

DOS Wedge

The **DOS Wedge** will help you manage the disk drive attached to your Commodore 64 by providing a set of 'short hand' commands that simulate all the **BASIC** disk operations. The **DOS Wedge** may co-reside in memory with other Commodore software without any conflicts. To load the **DOS Wedge** into the computer's memory, type:

LOAD" DOS 5.1",8,1 (CR)

After the computer replies **READY**, type :

NEW (CR) and then type:

SYS 52224 (CR)

This will activate the **DOS Wedge**. You will see the copyright notice displayed on the screen, along with the message stating that the **Wedge** is loaded. Now, you may 'talk' to the disk drive by using the 'short hand' **Wedge** commands. Please examine the following command table and examples.

DOS WEDGE64 COMMAND SUMMARY

COMMAND	DESCRIPTION
@	Current disk status
@C(dr):newfile([vol])=oldfile([vol])	Copy a file
@I(dr)	Initialize a drive
@N(dr):diskname,id	Format a disk
@Q	Kill the wedge program
@R(dr):newfile([vol])=oldfile([vol])	Rename a file
@S(dr):filename(*)([vol])	Scratch a file
@JJ	Reset the DOS
@\$(dr):(filename)(*)([vol])	Read the directory
@#n	All DOS commands will go to n where n is 8 to 15 inclusive
/filename	Load a file (at BASIC)
%filename	Load a file (at its own load address)
↑filename	Load a file (at BASIC) and run it
←filename	Save a file

Please Note: 'Vol' is any character enclosed in square brackets; 'dr' must be 0 (zero) or 1 (one) for the respective drives.

EXAMPLES

- @S:ab* Scratch all files on disk 0 that start with ab.
- (left arrow)@0:pgm Re-save the current program over the top of pgm of disk 0.
- (up arrow):* Load and run the first program on the disk. This is very helpful when you are finished with a program and would like to re-run the **Directory Assistance** program.

Filenames for loads and saves may be within quotes, anywhere on the line (as in a directory listing). Also, the above DOS commands may be used inside of a BASIC program. The following example will display a directory listing. Then based on input, will load and run another program:

```
10 REM DISPLAY AND LOAD
20 PRINT"clr/home":@"$0": REM clr/home key on top-right-hand of
   computer
30 PRINT:INPUT"LOAD THE FIRST PROGRAM. (Y/N) ";A$
40 IF A$="Y" THEN GOTO 60
50 GOTO 30
60 ".*"
70 END
```


EASYLESSON 64

PREFACE

The Commodore EasyLesson 64 enables your computer to become an 'electronic' teacher, i.e., you can create, save, edit, and print questions on any subject or interest area. This ability allows you to create a 'pool' of questions from which you may generate a test or quiz. You have the ability to create multiple copies of a test on paper, or to create an electronic test that the computer can administer through the Commodore EasyQuiz 64 program.

Here is a brief description of several EasyLesson 64 features:

- o Menu-driven for ease of use
- o Operable on any Commodore computer with at least 32K of memory. (The EasyLesson 64 can operate with limited capabilities on a 16K machine.)
- o Operable with a Datasette or any Commodore disk drive
- o Operable with any Commodore printer

With a dual disk drive such as the 4040, the EasyLesson 64 program will read from either drive. However, **the program will always write to drive zero.** If the program is interrupted for any reason, you can usually return to it by inputting '**GOTO100 (CR)**'.

This manual is a tutorial approach to EasyLesson 64. We recommend that you read the entire manual, note the instructions, and practice the examples.

USER CONVENTIONS

It is recommended that you familiarize yourself with the Commodore keyboard. Here is a brief description of certain keys and symbols, and their respective function in reference to the EASYLESSON 64 program and this manual.

Graphics mode
or Upper/
Lower case
mode

The Commodore 64 has two modes of screen display: the Graphics mode, and Upper/Lower case mode. When turned on, the computer is in Graphics mode. This means, that when the SHIFT key is depressed with another key, the Graphics version of that key is displayed on the screen.

To change to Upper/Lower case mode, simply press the Commodore key while depressing the SHIFT key. You will notice that the screen will now display letters in lower and upper case, just as a typewriter.

These two modes of operation only affect the screen display and do not alter the information transmitted to the computer. Also, once loaded, the program will automatically set the Upper/Lower case mode.

SHIFT

To input the upper case convention of a letter, press and hold the SHIFT key in conjunction with the desired key. Then, both keys should be released at the same time.

(CR)

To continue on with the program after a line of input, press the RETURN key.

-

To represent the screen's cursor, this symbol will be used to indicate the position where the next input character will be placed.

TABLE OF CONTENTS

EASYLESSON 64

1.1 Getting Started.....	1
1.2 Create a Question.....	3
1.3 Edit a Question.....	4
1.4 Output the Lesson.....	4
1.5 Generate an EasyQuiz.....	5
1.6 Print Test(s) to Printer.....	6
1.7 Quit the Program.....	6

COMMODORE EASYLESSON 64 PROGRAM

1.1 Getting started

To load the EasyLesson 64 program from diskette, type **LOAD"EasyLesson 64",8** (CR), and when the computer replies **READY**, type in **RUN** (CR). To load from Datasette, type **LOAD"EasyLesson 64"** (CR) and press **PLAY** on the Datasette after the appropriate prompt. When the computer replies **READY**, type in **RUN** (CR). If you are using the Directory Assistance program, enter the number displayed to the left of the EasyLesson 64 program to load and run the program.

When the program begins, you will be given an opportunity to change the color combinations of the screen background, border, and character color via the Function keys. The Function keys are located on the right side of the Commodore 64 keyboard.

The first question prompted is whether you are using **Tape, Disk, or Both**. Input a **'t','d',** or **'b'** respectively, followed by a (CR).

You are next prompted for **Today's date**. Input the date in any format desired. This date will appear on the Lessons and Quizzes you print and also in any file you create today and save for later processing.

After entering the date, you are asked to enter **Your name**. This name will appear on the Lessons that are printed, and will be displayed on the screen as an identification of 'who' created the Lesson.

After entering the creator's name, you are prompted for a **Lesson name**. If you are using a disk, the computer will search for that Lesson file on the disk. However, if the computer cannot find the Lesson name that was entered, the prompt **'New Lesson?'** will be displayed. If yes, input **'Y'** (CR) and the computer will accept the name you specified as the new Lesson name. If not, input **'N'** (CR) to be re-prompted for another Lesson name.

If you had previously specified that you were using tape, the computer prompts **'New Lesson?'** (this avoids searching for a non-existent file). If the lesson is not new, input **'N'** (CR). The prompt **'Press Play on Tape'** is then displayed and the computer searches for your Lesson. If the lesson specified was new, input **'Y'** (CR) for the computer to continue with the next set of prompts.

If a new Lesson is being created, there are up-to seven user-defined categories that each question may be associated with. These categories are used to separate questions into sets for the later creation of an EasyQuiz or the printing of a test(s). Example categories might be: Easy vs. hard, Who said this?, What year?; or may be related to parts of a textbook, or even represent sections of a classroom for independent study. **Each question must be associated with at least one category. Each category may be up to twenty six characters long. To omit any category, press (CR)**

after that prompt.

Each category prompt, and most of the prompts in this program, are formatted alike. Each prompt has a 'prompt line' that tells you what the computer is asking for. Underneath it, a highlighted bar tells you the maximum length of any information you may enter. For example:

Please enter your categories:
(highlighted bar here for the maximum length of your entry)

During the entry of the data on a highlighted bar line, you will notice that as you enter characters, they are displayed over the bar. This allows you to see how much room you have left. If you make a mistake, just use the INST/DEL key on the upper right hand corner to delete characters or back-up the cursor.

After you complete a category, type (CR), and you will be prompted for the next one, up to seven. After you are done, the computer asks: "Are your categories correct (y/n)?" Enter 'Y' (CR) or 'N' (CR). If you say no, you will be allowed to re-enter the seven categories. If you say yes, the computer will then display the main menu of the EasyLesson 64 Program.

Commodore EasyLesson 64

Options:	Create a question
	Edit a question
	Output the lesson
	Generate an EasyQuiz
	Print test(s) to printer
	Quit the program

Your choice? -

Any of the above functions may be accessed by entering the corresponding first letter.

1.2 Create a question

Select 'Create a question' by entering 'c' (CR). You will be prompted to 'fill in the blanks' for the next available question number in your Lesson. Each question may consist of up to five lines of text. Each line may be up to thirty-eight characters long. You are prompted for each of the five lines, one at a time, by a highlighted bar appearing under a question heading. For example:

Question line 3
(highlighted bar here for thirty eight spaces)

Just enter line by line, the text of your question. Press (CR) if you want to leave a line blank. As you enter each line, it will be displayed on the screen. Don't worry about making mistakes, you will be given an opportunity to edit the entire question later.

After the entire question has been entered, the computer prompts for a "Reference." This may be a chapter or pages in a book, or a 'hint' to the answer. The reference may be thirty three characters long, and is also displayed on the screen after entry. Like the other lines of the question, press (CR) to omit the Reference.

After the Reference prompt, you are asked to enter an answer to the question. The answers are in a 'multiple choice' format. There are up to five possible answers, denoted by the letters A thru E. Each answer may be up to thirty-three characters long, or may be omitted by just typing (CR).

Please Note: The computer expects the first answer input, Answer A, to be the correct answer. This answer is mandatory! Every question must have an answer.

After the answers are entered, the computer will display the categories you defined earlier. These categories are used so that you may select portions of the Lesson for an EasyQuiz or test printing.

Please Note: You must put each question into a category. By retyping a category number that's highlighted, you effectively turn it 'off'.

After you have selected the category, the computer asks you to **Accept?** - the question. Enter 'Y' (CR) or 'N' (CR). If a 'Y' reply, the computer will return back to the main menu. If a 'N' reply, each text line and answer of the question is re-prompted. To change any part of the question, just retype the line correctly when it is displayed. If you wish to leave any part of the question 'as is' just type (CR) to that prompt, and the information on that line will be unchanged. This procedure will continue for each part of the question until 'Accept?' is re-prompted.

1.3 Edit a question

If you wish to correct or edit any question in the Lesson, enter an 'e' (CR) to access this function.

The computer will then ask: **Question # (0 to exit)?** Enter the number of the question you want to edit or (CR) to return to the main menu. If you enter an invalid question number, the computer responds with: **Question xx not found!** where the xx is the invalid question number that you entered. If you enter a valid question number, the computer locates that question and displays it on the screen.

The editing of the question then follows the same prompts you used when you created the question. A prompt occurs for each line of the question. You have the option of re-typing the line to make corrections, or simply press (CR) to leave the line 'as is'.

To erase an entire line, just input one space and then press (CR). If you attempt to erase the first line of the question, the computer will prompt: **Delete the whole question?** If you input 'Y' (CR), the entire question is deleted. If you input 'N' (CR), the program re-prompts for you to change line one. Note also that you may not delete any MANDATORY part of the question, i.e., Answer A.

After editing the question and answers, you are allowed to change the category selections too. After all changes are made, the familiar: **Accept?** prompt is given. As in the Create mode, a no answer here allows you to re-edit the question line by line, starting at the top.

1.4 Output the Lesson

To access this selection, enter 'o' (CR). The computer will then attempt to save your Lesson to disk or tape.

If you are using disk, the computer will then try to record your Lesson onto the disk under the name you entered. If there is already a Lesson on the disk with that same name (as in the case of editing an existing Lesson), the computer will prompt with: **File exists - overwrite?** If you input 'Y' (CR), the Lesson in memory will write over the existing one on the disk. If you input 'N' (CR), the computer will not write out the Lesson and goes on to the next selections. **Please be very careful with this option. If you do not save your Lesson, your work will be lost.**

If you are using tape, the computer will prompt you: **press record and play on tape.** Again, it is your responsibility to make sure that the tape is positioned so that you will not write over the top of some important information. **Be careful!**

After the Lesson has been written to disk or tape, you are prompted for: **Print a hard copy ?**. If you input 'N' (CR), the computer returns to the main menu. If you input 'Y' (CR), the entire Lesson is printed, and you are then returned to the main menu.

If you print the Lesson, it will be printed in question number order. The top of the first page will contain the Lesson name, the date it was printed, and who it was created by. All seven of the possible categories are also printed. Each question is then printed with the five possible answers, reference, and its associated categories.

1.5 Generate an EasyQuiz

This option is selected by typing a 'g' (CR). Generating an EasyQuiz allows you to select, by category, questions from the Lesson to be used as a test or quiz. Upon entering this option, the Lesson categories are displayed and you are prompted to select one, some, or all of the categories represented. You must pick at least one category.

This type of selection offers a wide range of tests to be generated from one pool of questions. Remember, when you created the Lesson, each question was associated with at least one category.

Please Note: If a question is associated with more than one category, selecting any one of the associated categories will yield that question. However, if a question is associated with several categories, by specifying all of those particular categories, only those questions that have that exact set of categories will be displayed. The following is an example:

Question #1 is in categories: 1, 2, 3, 7
Question #2 is in categories: 1
Question #3 is in categories: 1, 5
Question #4 is in categories: 1, 3
Question #5 is in categories: 2

SO, by selecting categories 1	you get questions 1, 2, 3, 4
by selecting categories 1, 3	you get questions 1, 4
by selecting categories 1, 5	you get questions 3
by selecting categories 3	you get questions 1, 4
by selecting categories 5	you get questions 3
by selecting categories 2	you get questions 1, 5

After selecting the categories you desire, the computer selects the questions that match, and displays:

There are x suitable questions
How many questions (0 to cancel)?

Press (CR) or '0' to cancel the quiz. (The x above represents the number of questions that matched your category selections.)

After you select the number of questions that you want on your quiz, the computer will prompt you for the name of the EasyQuiz. This name may be a maximum of five characters. If you are using disk, the quiz will be written out under your chosen quiz name. If the name you have chosen already exists, the message: **'File exists - overwrite?'** will appear.'

If you answer yes, the quiz on disk will be replaced with the one just created. If you answer no, you will be returned to the main menu and the quiz that you generated will be ignored. **Be Careful!** We recommend that you specify unique names if you aren't sure whether a file with that name already exists. Also, it is recommended that you keep a list of the existing disk files.

If you were using tape, the message: **press play and record** will appear on the screen. Please make sure that the tape is positioned so that you do not save your new quiz over important information.

1.6 Print test(s) to printer

Type **'p'** (CR) to activate this option. This will generate multiple copies of your selected questions to the printer. In addition, it will print a **'scored'** or teacher's copy with the correct answers printed.

The selection of the questions is accomplished in exactly the same manner as they are for option 1.5 **Generate an EasyQuiz ('g')**. So, after you have chosen, by category, the questions you wish printed, the computer will prompt for the number of selected questions and: **Test name**.

Next, the computer will ask: **How many tests (0 to cancel)?** Please enter the number of copies you desire. The next computer prompt asks if the tests are to be printed as: **Multiple choice?** If you answer yes, each question is printed with the possible five answers to the right of it so that you may just circle the correct choice. If you answer no, each question is printed with just a line of dashes to the right so that the student may write in the answer.

After the test(s) is printed, a single copy of the answers are printed in question number sequence.

Each test, and the answer sheet, will display the test name, the name of the person generating the test, the date, and a place where the student may write in his or her name. In addition, each test is numbered so that when printing multiple copies, each copy is unique.

1.7 Quit the program

To end the operation of the program, simply type **'q'** (CR). You will be asked: **Eject a page from the printer?** This prompt is displayed to ensure that the next computer job starts on a fresh page. After answering yes or no, the computer will clear memory and be in a **READY** status for your next command.

EASYQUIZ 64

PREFACE

The Commodore EasyQuiz 64 software package enables your computer to electronically administer a test, or quiz, that was created by the Commodore EasyLesson 64 program. The EasyQuiz 64 program prompts the user with questions, responds whether the answer was correct or incorrect, and gives a summary of the final score. The program has an optional sound feature that adds another dimension of enjoyment.

Here is a brief description of some of the features of the EasyQuiz 64 program:

- o Automatic question prompt
- o Operable on any Commodore computer with at least 32K of memory. The EasyQuiz program can operate on a 16K machine with limited capabilities
- o Operable with a Datasette or any Commodore disk drive
- o Operable with any Commodore printer

With a dual disk drive such as the 4040, the EasyQuiz 64 will read from either drive. If by chance the program is interrupted, you can return to it, in most cases, by inputting 'GOTO100 (CR)'.

It is recommended that you read the entire manual, note the special instructions, and practice the examples.

TABLE OF CONTENTS

EASYQUIZ 64

1.1 Getting started.....	1
1.2 Taking the Quiz.....	2

USER CONVENTIONS

It is recommended that you familiarize yourself with the Commodore keyboard. Here is a brief description of certain keys and symbols and their respective function in reference to the EasyQuiz 64 program.

Graphics mode or Upper/ Lower case mode	The Commodore 64 has two modes of screen display: the Graphics mode, and Upper/Lower case mode. When turned on, the computer is in Graphics mode. This means, that when the SHIFT key is depressed with another key, the Graphics version of that key is displayed on the screen.
--	---

To change to Upper/Lower case mode, simply press the Commodore key while depressing the SHIFT key. You will notice that the screen will now display letters in lower and upper case, just as a typewriter.

These two modes of operation only affect the screen display and do not alter the information transmitted to the computer. Also, once loaded, the program will automatically set the Upper/Lower case mode.

SHIFT	To input the upper case convention of a letter, press and hold the SHIFT key in conjunction with the desired key. Then, both keys should be released at the same time.
-------	--

(CR)	To continue on with the program after a line of input, press the RETURN key.
------	--

To represent the screen's cursor, this symbol will be used to indicate the position where the next input character will be placed.

COMMODORE EASYQUIZ 64 PROGRAM

1.1 Getting started

To load the EasyQuiz 64 program from diskette directly, type **LOAD"EasyQuiz 64",8 (CR)**, and when the computer replies **READY**, type in **RUN (CR)**. To load from Datasette, type **LOAD"EasyQuiz 64" (CR)** and press **PLAY** on the Datasette after the appropriate prompt. When the computer replies **READY**, type in **RUN (CR)**. If you are using the Directory Assistance program, enter the number displayed to the left of the EasyQuiz 64 program to load and run the program.

When the program begins, you will be given an opportunity to change the color combinations of the screen background, border, and character color via the Function keys. The Function keys are located on the right side of the Commodore 64 keyboard.

The first question prompted is: **Please type in your name:** This prompt is optional and is used so that the computer may call you by your name. So, if you are not on a first name basis with your computer just input **'(CR)'**.

You are next prompted for: **Would you like sound?** If you respond with **'Y' (CR)**, each question and answer will be augmented with a 'prompt' or 'right or wrong' sound. If an **'N' (CR)** is input, no sound will accompany the questions.

After answering the sound question, you are asked: **Are you using a disk today?** If you input **'N' (CR)**, the computer assumes that you are using a datasette and prompts: **What quiz are you trying?** At this time you are expected to enter the Quiz name used in EasyLesson 64. Remember the name is a maximum of five characters. After entering in the name, you will be prompted with: **press play on tape.** The computer will then locate the first Quiz on the tape and load it into the computer. **Please make sure that the tape is positioned so that the quiz you desire will be found first on the tape!**

If you are using a disk, the computer will prompt: **What quiz are you trying?** At this time, you are expected to enter the Quiz name used in EasyLesson 64. Remember, the name is a maximum of five characters. The computer will then attempt to find that Quiz on the disk. If the Quiz cannot be found, the computer will respond with: **Sorry, that quiz is not on that disk.** **Please put in the right one.** You then have the option of re-entering a different name or inserting another diskette.

After the computer locates the Quiz, it responds with the name of the EasyLesson that the Quiz came from. It also displays the date the Quiz was recorded, by whom, and how many questions are in it. The Computer then asks: **Are you ready to try it?** If you respond **'N' (CR)**, the computer will ask for another Quiz name. If you input **'Y' (CR)**, the computer reads and counts the questions as they are brought into memory.

The computer then asks: **It's easier to take the questions in**

order. Is that what you want? This prompt allows the user to 'scramble' the order of the questions or take them in the order that they were created in EasyLesson.

This 'scramble' feature allows unique situation testing, or standard drill and practice.

1.2 Taking the Quiz

The computer will now display each question in the Quiz, one at a time, until the quiz is completed. Each question must be answered by entering one of the five choices (the letters A thru E) presented to the prompt: **Which one?**

Each answer will cause the computer to give you a 'right' or 'wrong' response. Also, if you chose the sound option you will notice that each answer yields a 'right' or 'wrong' distinct sound.

After you have answered all the questions in the Quiz, the computer will summarize your efforts with: **You got X right out of Y questions in Z minutes. You can do much better with more drill.** Of course, the above X, Y, and Z are replaced with real numbers. Also, the second sentence 'You can do much better...', varies with your score.

After the scoring, the computer always prompts: **Do you want to try that quiz again?** A 'Y' (CR) places you back at the beginning of the program so that you may re-take the Quiz. A 'N' (CR) ends the program with: **Okay, type RUN to try again when you're ready.** This prompt means that the program is still in memory, and may be re-activated just by typing RUN. If you do not want to re-run the EasyQuiz 64 program, just type in NEW to clear the computer memory.



Commodore Business Machines, Inc.
1200 Wilson Drive • West Chester, PA 19380

Commodore Business Machines, Limited
3370 Pharmacy Avenue • Agincourt, Ontario, M1W 2K4